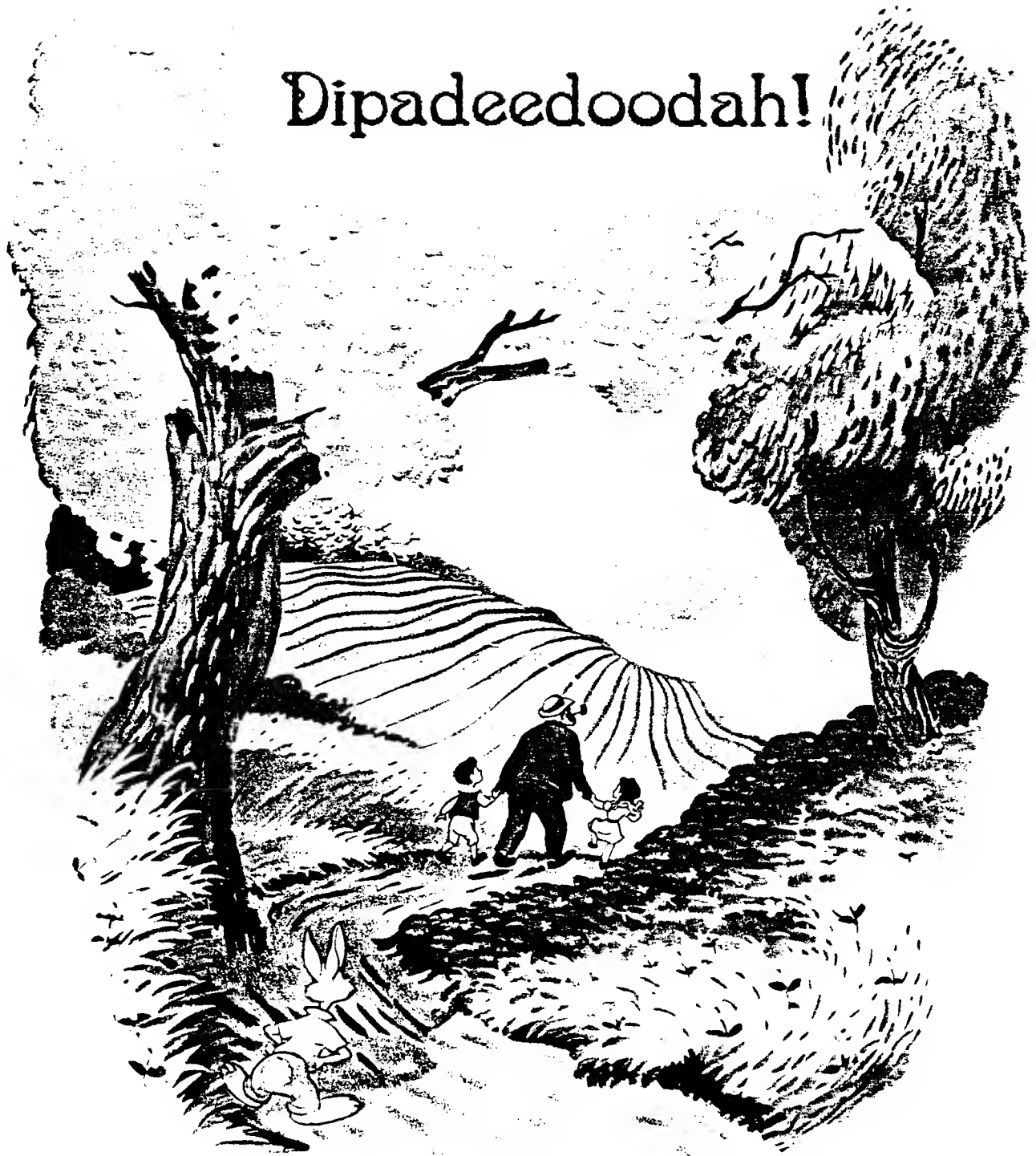


Dipadeedoodah!



WELCOME TO DIPADEEDOODAH!

Howdy! Well, here it is finally, the first issue of the zine I toyed with publishing for the past year. I guess the final factors that pushed me "over the edge" (so to speak) were twofold. First, I had looked at a lot of the zines currently being offered, and found, in general, a few things lacking that, as a player and reader, I would like to see in a zine. Primarily, these were quick and prompt deadlines no longer than a month between issues, friendly games free of politics and backstabbing that were carried over from the real world, quality writing, and overall efficiency. I just hope that I can bring these elements to *Dipadeedoodah!* and produce a good product for all to enjoy.

So why "Dipadeedoodah!"? Some readers may still be stumbling over the name, wondering aloud how to pronounce the damn thing! My hint is to break it down into the most obvious component syllables (5), and take it from there. If that still doesn't settle the matter, take into account the theme of the cover art, which was taken from a book of the collected stories of Uncle Remus, and the movie "The Song of the South". If that doesn't help, I don't know what will!

Before I forget, here is my quick view on the issue of "zine" vs. "zeen" and all other contenders.... I favor the former, even though I pronounce it like the latter, rhyming it with "mean" and not "mine". I don't attempt to make sense of this stance, but there it is.

This issue will probably get the widest and most distribution of any issue to follow, since it is the first in the series and it contains the ever-important (and ever-debated) house rules, besides some potentially interesting facts about yours truly. Game openings are available, along with descriptions of such.

I hope that you'll decide to sign on as a subscriber, or better yet, as a player. Please take a look at some of the material enclosed, and I hope to hear from you soon...

SUBSCRIPTION RATES

Subscriptions are \$9.00 for 12 monthly issues (which is equivalent to 75¢ per issue). Back issues may be ordered at a cost of \$1.00 per issue.

GAME OPENINGS

Regular Diplomacy (\$5 entry fee) -- 4 of 7 positions filled.
Gunboat Diplomacy (\$5) -- 1 of 7 positions filled.
Fog of War Diplomacy variant (\$5) -- 1 of 7 positions filled.
Illuminati card game (\$5) -- 0 of 3-6 positions filled.
Sleuth card game (\$1) -- 0 of 3-6 positions filled.

GAME EXPLANATIONS

Gunboat is a variant in which players do not know each other's identity, so there can be no personal communication (theoretically) except through press, which everyone can read. Thus alliances are very difficult to arrange and maintain! The game always boils down to who made the best moves, and not who conned whom.

Fog of War is a variant of my own design. This isn't to say that something like it already exists (probably so), but I'm claiming the name. Fog of War operates in most respects like regular Diplomacy, the major difference being that a player only gets a map of his units and those enemy units within a single legal move of his units (i.e. the fog of war is too thick to know what's going on in the whole of Europe). This creates some significant strategical changes.... For example, England will have absolutely no idea what is going on with Turkey. Could the Sultan be amassing fleets for a swing around Gibraltar, or has his empire been crushed by Russia? Players' diplomacy will be all the more crucial because of this. Surprise attacks are definitely possible! No longer is a single-front war feasible — the enemy could be sneaking units around the periphery of the board for an invasion of a supply center near you! Specific rules will be published shortly, probably when the first game starts. I really hope this variant attracts a lot of attention (as well as players)!

Illuminati is a game of world conquest, not by guns and missiles, but by stealth and guile. Each player controls a cabal of the Illuminati — "secret masters" struggling to dominate the world. As they take over group after group (ranging from Big Media to the Mafia, from the Boy Sprouts to the Cattle Mutilators), the Illuminati expand their wealth and power. No ploy is too devious, no stratagem too low, as the Illuminati scheme and fight for control of the world. The basic card game can be bought for under \$10, and that is what I will be using to run the game. Every turn, a list of uncontrolled groups is published, and players submit orders to attack these groups or each other, as they try to organize the most dominant power structure. Almost all actions are published for each player to see how their opponents are faring. Illuminati was designed by Steve Jackson.

Sleuth is a card game once acquired by Avalon Hill. This is a game of deduction in which players try to guess the missing gem out of 36 possibilities. I am offering this for two reasons.... First, I myself have always loved puzzles and brain teasers, but it is impossible to play guessing games when you are the only one playing! Second, such a game is quite a change of pace from Diplomacy. Each player begins with the personal knowledge that certain gems are not missing, and from there he must ask the right questions of his opponents to shed light on which gem is actually missing. The first player to guess correctly wins. This could be a total flop as far as participation, but I'll give it a shot all the same.

RECORD RATINGS (AND RAYINGS)

In the first of a series of columns on popular music, I will discuss my feelings on the albums of Jethro Tull, the progressive rock group whose music I discovered over the summer and have been playing more of than anything else since. These ratings are always subjective, but frequently they turn out to be pretty close to an objective view of what the group's best efforts have been. The following are albums of Jethro Tull that I have listened to extensively.

•• *Benefit* -- Jethro Tull's third album contains some pleasant tunes, but there is nothing that really distinguishes itself, except for the hit "Teacher".

•••• *Aqualung* -- The album that effectively launched the group, going double platinum (2 million units sold). Hits include the title track, "Cross-Eyed Mary", "Locomotive Breath", "Dear God", and "Hymn 43". A must for Tull fans.

••• *Thick as a Brick* -- A concept album, this features one piece stretched over two sides in a theme and variations suite, typified by frequent instrumental passages. The album eventually went #1 in the U.S.. Still, I just don't seem to play it that often.

•••• *A Passion Play* -- This work followed the same format as *Thick as a Brick*, but was even more elaborate, receiving much criticism and causing leader Ian Anderson to shun the press for many years. The effort is highlighted (?) by a 5-minute narratory on "The Hare Who Lost His Spectacles". I won't argue that this is their best album, but it's the second-most played Tull album in my house.

•••• *War Child* -- Lots of really good songs, especially the title track, "Bungle in the Jungle" and "Skating Away (On the Thin Ice of a New Day)". Once again, a heavily orchestrated album.

••• *Minstrel in the Gallery* -- The album is highlighted by the title track and the 16+ minute "Baker St. Muse", but for some reason I don't find myself often playing this album. There doesn't seem to be that special feel to the music.

•••• *M.U.: The Best of Jethro Tull* -- A great compilation of hits from the previous albums, although I would have chosen a few different songs. Also included is the previously unreleased song (and a personal favorite) "Rainbow Blues".

• *Too Old to Rock 'n' Roll: Too Young To Die!* — A surprising disappointment. Except for the title track, the whole tone of the album is annoying. I only play this album to torture myself and to bring musical reality back into perspective.

•••• *Songs from the Wood* -- Easily my favorite Tull album, which I seem to play every other day. "Hunting Girl", "Cup of Wonder", "Velvet Green", and the title track are just the beginning of the great songs in this solid work. The sound tends toward acoustic folk music, but the intricacy is still there.

•••• *Repeat: The Best of Jethro Tull, vol. II* — Another good collection, but strangely there are no tracks

from the album *Songs from the Wood*. Getting this album and the first compilation is how I started on Jethro Tull, and from there I bought the albums that had my favorite songs on them.

•••• *Heavy Horses* -- At first I hardly played this album, but the more I listened to it, I discovered several exceptional and well orchestrated songs, including "No Lullaby", "Rover", and especially the title track. Now it's probably my third-most played Tull album.

••• *Bursting Out (Live/Double album)* -- A good recording, including a condensed version of "Thick as a Brick". And a couple of tracks from *Songs from the Wood* are performed, along with some medleys of cover songs!

•••• *Stormwatch* -- This album is another case of one I neglected for a long time, but as I broke away from the heavy sounds of *Aqualung* I found a very nice-sounding work. "North Sea Oil" is probably one of my top 10 Tull songs, and the closing "Elegy" is beautiful.

•• *A* -- Except for original members Ian Anderson and Martin Barre, this album features a lineup of new faces, along with a new sound leaning towards electronic and synthesizer effects. There are a few memorable tracks, but one can't help but feel a little disappointed considering past efforts.

•••• *Crest of a Knave* -- (skipping a few albums in between)... This 1987 album is a great work for a band that has, in one form or another, been playing for 20 years. Strangely, a few of the songs sound like mellow Dire Straits tunes, with Ian Anderson's vocals almost passing for those of Mark Knopfler. Still, there are a couple of hard-rocking tracks, and one can only hope that this is a harbinger of more good music to come.

ANNOUNCEMENTS

Joe Santella has been publishing *Cross Rifles* for over a year, specializing in regular Diplomacy games and assorted written subjects for a solid corps of readers. Unfortunately, he will be unable to continue this service to his players and subscribers. Negotiations are under way to acquire the otherwise soon-to-be-orphaned games for publishing in *Dipadeedoodah!*, and the plan is that Joe's players will begin submitting orders to me for the February issue. I almost feel like the unwitting soldier who discovers he has just become father to a handful of refugee war-brats!

The subzine *Fixed Bayonets*, which also contains a few games run by Bob Sweeney, was supposed to accompany the monthly issues of *Cross Rifles*, but scheduling problems developed and Bob pretty much published independently. Bob and I are trying to coordinate so that his subzine will be included in *Dipadeedoodah!*, since some of his players are also playing in games run by Joe. Hopefully this, too, will be settled in time for the February issue.

HOUSERULES

I know that Houserules are just about everyone's least favorite thing to read in a Diplomacy zine, but doing so might give you information on how I plan to run this enterprise. It also serves as insurance for me, so I can always claim "I warned you...". Please read them -- it only takes a few minutes, a lot less time than it took for me to devise them!

- 1) The purpose of playing the games offered in the zine is to have friendly competition and fun for all involved. Good sportsmanship is encouraged.
- 2) The final decision in any matter is left to the GM, unless he so chooses to relinquish it.
- 3) Subscription fees are subject to change depending on production costs, including increases in postal fees. Current subscriptions will not be affected until they are due for renewal.
- 4) Available game openings, game fees, and positions filled to date, will be published on the second page of each issue. New gamestarts and standbys will be noted on the back cover of an issue, along with the codename of the particular game.
- 5) People wanting to play a new game should always submit to the GM: their name, appropriate fees, the kind of game(s) they would like to play, how long they are willing to wait (e.g. "the next available variant", "the next regular or gunboat game, whichever"), and their preference lists of nations to play.
- 6) Preference lists of nations to play are strongly encouraged. Players not submitting such lists will be assigned randomly to a nation not being played by players who submitted preference lists.
- 7) The basic schedule is this (see Rule #9)... Orders are due the first day of each month. The GM will take about 1 week to adjudicate the games and publish the next issue. Depending on postal delay, this should result in players receiving the next issue with 2—3 weeks before the following deadline. It is intended that these games be run relatively quickly.
- 8) Deadlines shall be as follows... All orders and other material are due on the first day of the month for each particular issue. This means that orders (written or oral) received after the first day of each month are not guaranteed to be used or published. It is each player's responsibility to abide by the schedule; the GM is not responsible for notifying players of NMR's.
- 9) In the case of Diplomacy gamestarts (not including gunboat and similar variants), the deadline for the game's first season will be suspended for one month in order that players have the proper amount of time to begin negotiations. However, all players must submit tentative orders by the immediately impending deadline. (This is to help insure against Spring 1901 NMR's.) These orders will be used in the event that the player does not submit revised orders by the suspended deadline. If a player fails to submit these tentative orders, a standby will be notified. Note that press (see Rule #31) will be accepted for the immediately impending issue (before turns are actually due).

10) It is the player's responsibility to insure that he is receiving the zine regularly (i.e. if a player is not actively subscribing or trading, he won't be allowed to play). The status of the player's subscription or trade will be indicated on the back cover of each issue. Payment (or traded issues) must be received in time for the next issue, or the player will be dropped from all games if he does not satisfy his debt by the next issue (i.e. there is a grace period of one issue), and standby players will be used for his positions (see Rule #28).

- 11) New subscribers will automatically get a copy of the first issue, which contains the houserules. This issue will count towards the player's subscription (i.e. he pays for it).
- 12) The GM reserves the right to drop any player from some or all of the games in which he participates, or to cancel any subscription or trade. In this case, any payments made by the involved party are forfeited. It should be stressed that this is very unlikely to happen, except in the case of cheating or other unacceptable behavior, as determined by the GM.
- 13) Cheating in any form is not allowed. If it is discovered that a player has cheated, the player may be dropped from some or all of his games. Cheating includes submitting orders (written or oral) for another player or otherwise deceiving the GM.
- 14) Aliases are not allowed to be used by players (except for gunboat-type games).
- 15) In the case of any game offered in the zine, it will be assumed that players of these games are familiar with all of the applicable rules (except where noted). At times these rules may be published in an issue. If the player is not familiar with the game's rules, he should contact the GM for information before play commences.
- 16) The 1976 version of Rules for Diplomacy will be in effect, except where noted (e.g. variants).
- 17) Game years will be separated into two seasons: Winter/Spring, and Fall. Adjustments are made during the Winter and thus must be submitted together with Spring orders. Retreats resulting from the current season are submitted for the following season.
- 18) To help ward against cheating, each player will be assigned a personal codeword (initially indicated on the back cover of the player's issue in which his first gamestart is announced). A player's orders for a given game must always be accompanied by his name, codeword, his nation's name, and the current season.
- 19) It is the player's responsibility to ensure that his orders are understandable and unambiguous. Typed orders are preferred, and handwritten orders are permissible, but they should be written neatly. Telephone orders are permissible, but the GM will not be held accountable for any kinds of mistakes. All orders will be kept until the next deadline in case there is an appeal (see Rule #26).
- 20) Telephone calls should be placed to the GM between 10am and 11pm (eastern time). On weekdays, evenings are the best time to call.

(continued on the next page)

HOUSERULES (cont.)

21) It is strongly suggested that for the sake of brevity, clarity, and ease, when writing orders players should use the first three letters of each province, except in the following cases... Bot = Gulf of Bothnia; Lyo = Gulf of Lyon; Lpl = Liverpool; Lvn = Livonia; Naf = North Africa; Nao = North Atlantic Ocean; Nts = North Sea; Nws = Norwegian Sea; Nwy = Norway; Trl = Tyrolia; Tys = Tyrrhenian Sea. When using fleets in Spain, Bulgaria, or St. Petersburg, the notation used must indicate the proper coast when ambiguity exists (e.g. F Por-Spa(nc)).

22) Conditional orders by a player are acceptable only for the cases of another player's choice of retreat or adjustments, since these results are delayed.

23) Orders for several games may be given on the same / separate sheet(s). In the case of the former, it must be made clear which orders are for which games.

24) Orders may be given for one turn in advance, but no further. Standing orders, as defined, are not allowed.

25) Following are some notations that might be used in adjudications... NMR = no moves received; NRR = no retreats received; NAR = no adjustments received; NSU = no such unit; d = unit is disbanded; r-> = unit retreats to <province>; an underlined order or supply center means that the order failed or the supply center was lost; a boldface supply center means that it was gained.

26) A player may appeal the adjudication of the (immediately) previous turn for any game in which he is involved. (Simple mistakes may be pointed out to the GM by any reader.) The player must submit an argument (written or oral) for his appeal before the deadline for the next turn (i.e. the first day of the month). The appeal will be noted in the next issue, as will the GM's judgement on the matter. If a revised adjudication is warranted, then the deadline for orders in the game's current season will be suspended for a month.

27) Any player may propose a draw (or concession) among the other players in a given game (conceding to player(s) of his choice, in the case of a concession). All of the other players in the game must vote "yes" to a proposed draw (or concession). If any player votes "no" or abstains to vote, the proposal fails. Draws include all survivors.

28) If a player NMR's for a season, a standby will be notified for the player's position, and the standby will submit orders for the player's nation by the next deadline. If the player fails to order his units in the following season, the standby takes permanent control of the position.

29) Standbys will not be used in the case of a one-unit nation. Instead, civil disorder will be in effect for the nation.

30) Anybody that receives the zine through a subscription or trade may be a standby. Standbys pay no gamefees. Those wishing to be standbys should specify the kinds of games for which they should be considered (e.g. variants or other games).

31) Press is welcome from all players within a game. White and grey press is permitted, but not black press unless specified for a particular game. This means that a given player has exclusive rights to dateline press from his home supply centers, but all other locations and names of nations

FOR YOUR CONSIDERATION...

"Games such as Risk, Diplomacy, and the various battle 'replay' packages represent a qualitative leap [compared to Tic-tac-toe, for example] in the demands that are placed on the players. The rapid assessment of alternative tactical moves and the creative development of long-term spatial strategies are mandatory for success in Diplomacy."

-- R. Downs and D. Stea, Maps in Mind: Reflections on Cognitive Maps, 1977.

{Not to mention the ability to talk fast, and stab even faster!}

PLUGS

Son of Flip is a new zine published by George Mann, featuring a simulated wrestling game called IWAG (\$1 per wrestler a player creates), regular (\$4) and gunboat (\$2) Diplomacy, too. Issues are 75¢ each, and the publishing schedule is monthly. Contact George Mann, 1702 NW 81st Way, Plantation, FL 33322.

Planet Conquest is a multi-player, computer-referred game of exploration, colonization, and conquest of alien civilizations. Bob Marsicek is looking for interested players. Negotiations are still in progress, but Planet Conquest might be made available only through subscriptions to *Dipadeedoodah!*, although Bob would GM actual games. More on this as it develops.... Contact Bob Marsicek, 407 Norwood West, Georgetown, TX 78628.

are available for dateline by any player. Intergame press is allowed and must be white press. The GM reserves the right to edit or withhold from publication any item of press, specifically those items which are excessively long or inappropriate, as determined by the GM.

32) All people that receive the zine are welcome to submit comments, letters, articles, art, and so on. Nothing is guaranteed to be published, however. Appropriateness, value, and available space will be the primary determinants.

33) Results of contests offered in the zine are determined by the contest's rules and are subject to the GM's adjudication.

NFL PLAYOFF PREDICTIONS

Professional football is winding down its season, culminating in the playoff games for 1989. Detailed below are my thoughts and predictions on how the playoffs will turn out, and which team will be the next Super Bowl champions. Putting favorites to the side (usually), and taking the objective perspective, this is how things should turn out for the NFL....

Wild Card Games--

Houston vs. Cleveland: The Browns needed to beat the Oilers in the last week of the season to get into the playoffs, and they did that with poor weather and field conditions in Cleveland. The Oilers were already in the playoffs, so maybe they were not as hungry to win the game. But now it's playoff time, and regular season records go out the window. With an injured Bernie Kosar, Cleveland just isn't the team they were a year ago when they nearly made the Super Bowl. Houston is the better team, and after taking a long look at the game film of the previous contest, coach Jerry Glanville should know how to get the job done. Even an inspired performance by Cleveland's veteran quarterback Don Strock won't be enough to overcome the upstart Oilers. HOUSTON WINS.

Los Angeles vs. Minnesota: On the surface, the Vikings appear to be heavy favorites. They have the best defense in the league and a top-rated quarterback in Wade Wilson. Minnesota was the most dominant football team in the second half of the season, at one point outscoring opponents 166-23 in five straight victories. As if the Rams didn't have enough problems, they must play in one of the noisiest stadiums in the league (just ask the baseball Cardinals). On the other hand, Los Angeles enters the playoffs on a three-game winning streak, the only playoff team that can boast of such a feat. The Rams are capable of playing flat one week and inspired the next (e.g. their final game against San Francisco). Jim Everett has matured into a quality quarterback and team leader. So Los Angeles to win, right? Wrong, oh pigskin breath! Forget about the Vikings' embarrassing losses to Green Bay and expect one of those flat performances by the Rams again. MINNESOTA WINS.

Divisional Games--

Philadelphia vs. Chicago: A.k.a. Ryan vs. Ditka, the Grudge Match. The Eagles are a hot team, winning six of their last seven games to snatch the NFC East from the woeful Giants. Considering pure talent only, Randall Cunningham is one of the best quarterbacks in the league. A good corps of receivers gives Philadelphia an offense that is never out of a game until the final whistle blows. Unfortunately for the Eagles, their pass defense ranks last in the league. Although fledgling Mike Tomczak is making his first playoff start, he should have a good day passing. The Bears' defense is ranked second in the NFL, with defensive MVP Mike Singletary at the helm. This could be a really close game. Chicago should prevail, but if Cunningham passes for 300+ yards and runs for 50 more and a touchdown, don't be surprised if the Eagles pull off an

upset. CHICAGO WINS.

Seattle vs. Cincinnati: the Seahawks are coming off impressive victories over the Broncos and Raiders, just what they needed to get into the playoffs. On the other hand, the wins are slightly suspect considering that both Denver and Los Angeles are no longer the cream of the NFL crop. But Cincinnati is! The Bengals own the most potent offense in the league, with MVP Boomer Esiason leading the attack. Esiason is a quality quarterback, capable of reading defenses and calling audibles with the best of seasoned veterans. Add to this the Ickey Woods and home-field advantages, and this one shouldn't be close. CINCINNATI WINS.

Houston vs. Buffalo: The Oilers are on the road again, playing in a stadium that might beat Cleveland for adverse weather conditions. Once one of the poorest teams on the road, Houston is showing that they can win away from their House of Pain. The Bills are a conundrum; their defense usually gets the job done, but their offense is suspect. They have one of the best records in football, but have lost three of their last four games (including a 10-5 humiliation at the hands of Tampa Bay). Buffalo should have problems scoring again, probably getting not more than 20 points (if they are lucky), a sum the Oilers should be able to surpass. HOUSTON WINS.

Minnesota at San Francisco: This is a rematch of last year's divisional playoff in which the Vikings won and then were later one yard away from playing Denver in the Super Bowl, losing only to an inspired Redskins team. San Francisco's two previous playoff games, against the Giants, were dreadful. The 49ers have the ever-important home-field advantage, but are favored by just a field goal. Questions abound concerning Montana and Rice, but there are few questions, if any, about the Vikings' offense. Still, this is the toughest game for me to call. It would be nice to see Joe Montana have one of those charmed performances as in games several years past, but I've always been a Vikings' fan. MINNESOTA WINS.

Conference Games--

Houston vs. Cincinnati: The Oilers split their series with the Bengals this season, which included a pounding of Cincinnati at the House of Pain several weeks ago. But now the scene is Riverfront Stadium, otherwise known as the Jungle. Although Houston should finally see good weather conditions after playing in Cleveland and Buffalo, a long playoff schedule on the road may prove to be the Oilers' undoing. (The 1981 Oakland Raiders were the only wild-card team to play three playoff games on the road and reach the Super Bowl.) The upstart Oilers are a good team, but not consistently so. Cincinnati's offense often shuts down in the second half, yet this isn't such a problem when 20+ points are scored in the first half. CINCINNATI WINS.

Minnesota at Chicago: With the decline of teams like Pittsburgh and Dallas, this is becoming one of the NFL's better rivalries. Injuries may be the key to this game, and whether both Tomczak and Wilson are able to play the

(continued on the next page)

SOME BIOGRAPHICAL FACTS ABOUT THE GM

I'm not usually one to publish personal things about myself, but I figure that it is a good idea to get a better feel for the person who will be running all of these games and publishing Dipadeedoodah!. While the following list is far from complete, it might give some insight into your beloved GM....

Full name: Philip Paul Reynolds.

Born in: Gibson City, Illinois, which finally made it on the map about 10 years ago, I think. Except for the first few months of my life and various vacations, the house I live at in Sarasota has always been my home.

Age: 23, although lately I have felt physically more like 63.

Family: I live with my mother, Carole, to whom you might occasionally speak on the phone. My father lives in a nearby town. I am the only child in our family, which probably goes to explain me better than anything else.

Pets: A 14-year old tabby cat named Lightning, and having just gotten an aquarium for Christmas, 3 fish and a snail (names pending upon if they live for another week.)

Car driven: a 1973 VW SuperBeetle with over 100,000 miles, my one and only for the past 6 years. I hope to ditch it as soon as I can.

Self-described political affiliation: Liberal social democrat (whatever that is!).

Occupation: a student (for oh so long...) at New College of the University of South Florida. Originally I thought of being an English or journalism major, but I didn't quite have the interest. After taking a couple of years off from school, I came back as a computer science major, and I have stuck with the decision long enough to be in my junior year. New College isn't big on CS, which is why I have been seeking summer research programs and off-campus study at other institutes. This past summer I went to Huntsville, AL, where I studied genetic algorithms, my eventual thesis topic.

Future occupation: I hope to continue my studies in graduate school, and eventually go into teaching (preferably college).

Favorite sports to play: Racketball, tennis, ping pong, and basketball. At least, those are the current sports in which I participate. Depending on availability, football, volleyball, soccer, billiards, darts... you name it, I play it!

Favorite movies: Monty Python and the Holy Grail, All That Jazz, My Fair Lady, Silent Running, and We're No Angels.

Favorite rock musicians: Genesis (which has been my biggest influence), Jethro Tull, Yes, Rush, Led Zeppelin...you can kind of see how this is going. Let's just say the genre of "Art Rock", for the sake of ease. But that is not the whole of my interests. Other musicians include Todd Rundgren and Utopia, Kate Bush, Peter Gabriel, Alan Parsons Project, Anthony Phillips' instrumental series, Marvin Gaye, Smokey Robinson, and the Supremes.

NFL PLAYOFF PREDICTIONS (cont.)

full sixty minutes. Minnesota's final season win over the Bears is deceptive; excessive crowd noise forced Mike Ditka to settle for a field goal over a touchdown attempt, and the Vikings ultimately won the game by a single point. Each team has something to prove. Playoff history has shown, however, that the home-field advantage is for real. Look for the Bears to ground the Vikings' high-flying offense. CHICAGO WINS.

The Super Bowl--

Cincinnati vs Chicago in Miami: Both of these teams have been to the Super Bowl this decade: the Bengals in 1982 (they lost) and the Bears, more recently, in 1986 (they won). For 1989, it's the league's #1 offense against the #2 defense. There is an old saying in football: "Offense wins regular season games, but defense wins the Super Bowl." The NFC team has won the Super Bowl for the last three years. Coach of the Year Mike Ditka should get his second Super Bowl ring in as many tries as the Bears' coach. In recent times the outcomes of Super Bowls have been lopsided affairs. This game should be closer.

FINAL SCORE: CHICAGO 31, CINCINNATI 20.

[Late Addition]

Well, it certainly looks as if I underestimated the 49ers! What we have now is a Super Bowl rematch between Cincinnati and San Francisco. I was a Bengals fan then, and I'm a Bengals fan now, but the 49ers are favored and hold a 5-1 edge in games with the Bengals. With two previous Super Bowl wins, San Francisco may be the best NFL team of the eighties. SAN FRANCISCO 21, CINCINNATI 17.

CONTEST #1

Which teams do you think will make it to the 1989 Super Bowl, and what will be the final score? The person that is able to correctly predict this will win a free game of regular Diplomacy (i.e. no entry fee) at the next available opening. Participants must be subscribers or traders. Predictions must be postmarked or phoned in before January 22, 1989.

Favorite composers: Debussy, Vivaldi, Mussorgsky, Bach, and Mozart. I have almost half as many "classical" albums as rock albums, over 300 total.

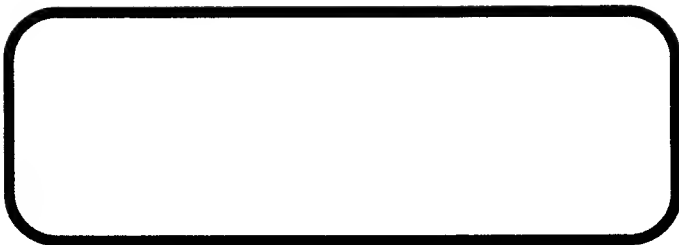
Favorite science fiction books: The Demolished Man by Alfred Bester, Don't Bite the Sun by Tanith Lee, The Eyes of the Overworld by Jack Vance (favorite author), Starship Troopers by Robert Heinlein, and Martians Go Home by Frederic Brown.

Favorite non-science fiction books: Biko by Donald Woods, The Magic Mountain by Thomas Mann, and The Handmaid's Tale by Margaret Atwood.

Well, that should be enough for you to psychoanalyze me!



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Dipadeedoodah!

PAYMENT DUE LAST ISSUE TRADE SAMPLE GAMESTART STANDBY